

## **BLENDED LEARNING AS A MODERN CONCEPT IN EDUCATION**

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In the world of the 21st century, the literacy of the digital age cannot be neglected. With the command of this literacy comes the confidence and empowerment. We can no longer divide the happening of the digital and physical worlds, they are intertwined at every level and inevitably influence on each other.

Nowadays, most of us access online content from many different devices, for instance, tablets, smartphones and computers. Many of us produce this online content. Either way, the Internet is a fantastic platform to learn, play, interact and explore. The main advantage of the Internet is the ability to access instantaneously all types of information from different resources all over the world, including magazines, books, newspapers and journal publications. As a disadvantage, educators may consider this information overload. With the bulk of the information available to students, they may find it difficult to filter and distinct primary and secondary topics. Moreover, 'One Size Fits All' solution does not exist for security. We need to be able to protect young users from potential risks, such as advertising, excessive online purchasing in virtual worlds, and in-app purchases. Although, all of these contribute to make the Internet as a place where children can have positive experience, to be involved in the process of gaining something useful via technologies.

The term "blended learning", as an education program that combines online digital media with traditional classroom methods, is becoming increasingly important. It requires the physical presence of both a teacher and a student, with some elements of student's control over time, place, ways of learning, or pace. Although the first concepts of blended learning were developed in the 1960s, the formal terminology to describe it was not taken the current form until the late 1990s.

Young people are skillful producers of digital content: they take and share videos, pictures, multimedia, texts and opinions. Being producers rather than consumers let digital citizens to contribute to the global world of the digital society and to interpret it better. Blended learning is a widely used methodology in education system generally and particularly in professional development and training settings.

Let us consider the positive sides of teaching and learning while adopting technology. There exist many preconditions for independent learning: students are ready for the future, textbooks and educational prices have the potential to become lower, teachers get a possibility to create an exciting way to educate students and implement new teaching methods. However, for every plus there is a minus.

Technology sometimes causes a lack of interest in studying because now everything is at our fingertips, it is easy to find online or through data saved in the gadgets all necessary information without any attempts. As the result, it increases instructional challenges and can even decrease the value of face-to-face education. But luckily, teachers and students have an opportunity to be in the process of learning both digital users and active participants due to a variety of new applications and programs. Let's look at them.

Web 2.0 is represented greater user interactivity and collaboration, wider network connectivity and advanced communication channels than the early days of the Web. In the beginning of its development, data was uploaded on web sites, and users simply viewed or downloaded the content.

In this work, we will discover how an app can make it easy for kids to do research at home with the family in the real world, an app that encourages students to ask interesting questions and have the feeling that they can investigate things by themselves. So what Web 2.0 tools are the most applicable and effective in the process of learning?

If you want to monitor each student's progress towards different issues, identify strengths and weaknesses and to choose areas where the students would benefit from more challenging learning opportunities, or to review knowledge for the subject then you should use Kahoot! Kizoa is an incredibly powerful tool for both students and teachers. It is online Video Maker to develop children's creativity. Moreover, this tool should be accessible to everybody disregarding what level of education you are in. Glogster is a cloud-based platform for presentation and interactive learning. VoiceThread is a network where students develop communication, critical thinking, creativity and collaboration. Padlet, as an Internet application, is mostly used to express ideas on a certain problem easily. It is an online sheet of paper, which helps to share thoughts. QR codes are a great way to interact with your learners, students or trainees. They provide a compact way of sharing information or educating them.

Initially, the Internet was merely a place to store and locate information. It was static and non-interactive in that website visitors could only read content.

Thus, Web 2.0 tools can be considered as a revolutionary way of creating, editing, collaborating and sharing user-generated content online that facilitates the system of education and forces learners to be more motivated.